INSTRUCTIONS FOR USE

COSMIC JAILBREAK

Loading the Cartridge and Starting the Game.

1. Turn your VIC-20 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the wide expansion port on the back of the computer.
3. Turn the VIC-20 ON. After a second or two, the opening title should appear on the screen. (If the title doesn't appear, turn your VIC-20 off then back on).

Adjusting Screen Position

To center the picture use the CRSR and CRSR keys. Each time you press the CRSR key, the picture will move to the right, and when the CRSR key is pressed, the picture will move towards the bottom of your TV screen. Keep using these two keys until you are satisfied the picture is centered within your screen. (NOTE: Once the game has begun you can not change the screen colors).

Eliminating Screen Flutter

On some TV sets with automatic fine tuning your screen may "flutter" up and down when using a computer or video game. To correct this, hold down the shift key and hit the f 7 key. (NOTE: Doing this with a standard TV set may cause the screen to flutter).

INSTRUCTIONS

OBJECT: guard the prisoners in the cosmic jail, scoring points by killing aliens, saucers, and space bugs.

CONTROLS: use joystick to move, fire button to shoot, or use keyboard:

A = fire L = left ; = right

CREATURES

Aliens: Aliens march from the sides of the screen to the jail in the center. They remove 1 brick and march back to the side with it. If all the bricks are eliminated, the prisoner is removed. If there are no

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bricks or prisoners on the row, the alien will go down to the next lower row. When there is only 1 alien remaining, it will drop to the next lower row after it finishes each row.

Saucers: Saucers are worth between 100 and 250 points. They appear at the top of the screen on either side, and disappear when they reach the other side.

Bugs: A bug appears starting in the third round. The bug can be killed only by shooting it on the very edge. It scores between 100 and 250 points.

Prisoners: The prisoners in the jail cannot be killed by your shots. They are freed by aliens. When a prisoner is freed, one of your laser bases is destroyed.

Alien chorus line: The chorus line appears beginning in round 5, marching from side to side below the jail. When the last member of the chorus line is killed, the entire line re-appears.

THE PLAY

Each round ends when the last alien is killed (not including the alien chorus line). The jail may or may not be reset at the end of the round. When there are more laser bases left than prisoners, the jail is reset with all bricks and all three prisoners. If there are as many or fewer laser bases than prisoners, the jail is not reset at the end of the round.

Rounds 1 and 2 are the same. Rounds 3 and 4 introduce the bug, and round 5 introduces the chorus line. A meteor shower is awarded after round 9 concludes.

Bonus laser bases are awarded for each 2000 points.

STRATEGY

Concentrate on shooting the aliens on the same row as prisoners. When all of these have been eliminated, other aliens can't harm you by freeing the prisoners. At this point, spend your time shooting high-scoring objects like saucers and bugs.

Occasionally, one of the aliens will "snap out". All other aliens stop moving (although they will still shoot). The "snapped out" alien runs back and forth at high speed, first removing the bricks and finally freeing the prisoner on that row. This is the most vital type of alien to kill promptly.

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